**VAS Novelty Architecture - Reflections**

Here is your assessment rubric for this part of the project

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Highlighted areas below need further development | Response goes well beyond expectations in conveying understanding | Response shows an complete understanding of the concepts | Response shows a nearly complete understanding of the concepts | Response shows an emerging understanding of the concepts | Response shows very little understanding of the concepts | Response not present or completely misses the mark |
| Reflect | **Form –** your writing shows a good understanding of how you used visual language to express your ideas. | 20 | 19 | 17 | 15 | 13 | 11 |
| **Theme** – your writing shows clearly why your “big ideas” are interesting and significant. | 20 | 19 | 17 | 15 | 13 | 11 |
| **Context** – your writing clearly shows how you considered context in developing meaning in your artwork | 20 | 19 | 17 | 15 | 13 | 11 |

If you give yourself a 20 for any question explain why your response **goes well beyond expectations**. *Remember I expect you to answer the questions effectively – so don’t just tell me that you did what I expect!!*

|  |  |
| --- | --- |
| Form  question |  |
| Theme  question |  |
| Context  question |  |

Answer the questions below thoroughly and clearly ABOUT YOUR OWN PROJECT.

Paste a picture of your own project here

**Form** – In the tables below describe how you used the visual elements

|  |  |
| --- | --- |
| **Value** (light and shadow) |  |
| **Emphasis** (how did you draw the viewer’s attention to the main elements of your façade) |  |

**Theme** – Describe how the shapes and symbols you used in your maquette relate to the theme of the building. Explain why you chose these elements as the best way to represent your building’s theme.

**Context** – Explain, giving specific details and making reference to the visual evidence in your maquette, why your building’s façade is (or isn’t) a good example of the Novelty architecture style.